


EA SPORTS™
P R E S E N T S

SNS-9M-USA



MADDEN



'94

INSTRUCTION BOOKLET


ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

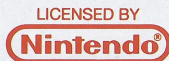
**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND PRECAUTIONS BOOKLET
CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



About the Artists

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-four employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

Avid players and fans of *John Madden Football*, Visual Concepts jumped at the chance of creating the Super NES version. John Schappert, the product's lead programmer, is a tremendous football fan himself, favoring his hometown Miami Dolphins. Currently John has taken a timeout from football to do the college thing.



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SUPER MULTITAP™

The Super Multitap™ lets up to five players butt heads or play as teammates.

Just plug the adapter into Port #2 on the Super NES®, and you're ready to go.

A controller icon corresponding with a colored star for each controller plugged in appears on the Player Select screen.

<u>Player #</u>	<u>Color of Star</u>
1	Yellow
2	Blue
3	White
4	Green
5	Gray

Control Pad **LEFT/RIGHT** to move your controller icon under the team of your choice.

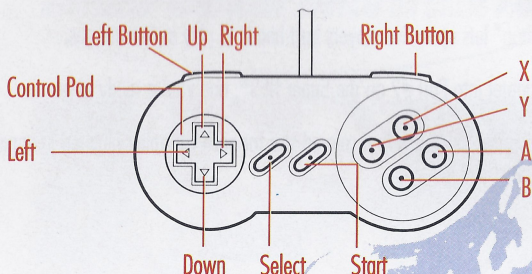
NOTE The Super Multitap™ is not designed for use with the Super NES Scope or the Super NES Mouse.

To learn more about Game options, turn to Setting Up the Game on p. 7.





CONTROLLING THE GAME



Super NES Controller

Pausing the Game

- Press **START**

KICKING

- Kick the ball:
 - 1) Press **B** to set the kicker in motion
 - 2) Press **B** when orange bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.
- Aim the ball: Control Pad **LEFT/RIGHT** while Power Meter is in motion.
- Move the kicking team to onside formation left before the kick:
 - 1) Press **A** to call an audible
 - 2) Press **A** to position team to left
- Move the kicking team back to its original formation:
 - 1) Press **A** to call an audible
 - 2) Press **Y** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control Pad **UP/DOWN/LEFT/RIGHT**: Take control of kick returner.



BEFORE THE SNAP

Offense

- Snap the ball: B
- Call fake snap signal: X
- Call an audible (a different play at the line of scrimmage):
 - 1) Press A The audible indicator appears on the screen.
 - 2) Press A, B or Y to select designated plays. (See Audibles on p. 12.)
- Cancel an audible: X
- Set a man in motion: Control Pad LEFT/RIGHT

NOTE: The ball must be snapped before the 45-second Play Clock reaches zero or the offense will be penalized five yards.

Defense

- Control a different player: B or X
- Call an audible:
 - 1) Press A The audible indicator appears on the screen.
 - 2) Press A, B or Y to select designated plays

AFTER THE SNAP

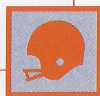
Offense

Running

- Dive: Y
- "Umph": B
- Spin: A
- Hurdle: X
- Change directions: Control Pad UP/DOWN/LEFT/RIGHT

Passing

- Call up Passing Windows: B
- Pass to the player in window Y: Y
- Pass to the player in window B: B
- Pass to the player in window A: A





Receiving

- Dive for the ball: Y
- Activate the receiver closest to the ball: B
- Jump and raise hands: X

Punting

- See *Kicking* above

No-Huddle Offense

- Call a play in the no-huddle offense: Hold A after the whistle is blown. The playcalling screen for the formation you previously ran appears. Select a play from the formation.

Stop Clock Play

- Run the "QB Stop Clock" play:
 - 1) Hold Y after the whistle is blown.
 - 2) Press B to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control Pad.

Defense

- Dive at ball carrier: Y
- Activate the defender closest to the ball: B
- Jump and raise hands to block a kick or intercept a pass: X

DURING INSTANT REPLAY

- Rewind: (hold) Y
- Run the tape (frame by frame): (hold) X
- Run the tape (normal speed): (hold) B
- Fast Forward: (hold) A
- Move the cursor that isolates the camera on one player or on one specific point on the field:
ControlPad
UP/DOWN/LEFT/RIGHT
Button LEFT/RIGHT
- Rotate field:





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WELCOME TO THE NFL®!

Madden NFL '94 features 80 teams, including 28 1993 NFL teams playing a full 16-game schedule. It also features 12 all-time great franchise teams, 38 Super Bowl teams since 1966 and two "All-Madden" teams. These are the greatest teams ever assembled! If you've ever wondered how the rugged teams of old would match up against the flashy teams of today, this special edition will give you some insight. All we're missing is the grass stain on the uniforms.

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Port #1 on the Super NES.

If you're playing against a friend, plug the other Controller into Port #2.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch.

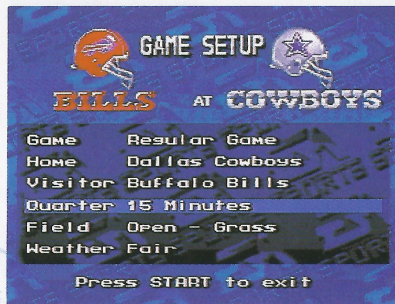
The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

5. When Coach Madden's picture appears, press **START** to see the credits. Press **START** again to bring up the *Game SetUp* screen.





SETTING UP THE GAME



Use the Game Setup screen to customize your contest.

- Cycle through options: Control Pad UP/DOWN.
- Cycle through choices for the selected option: Control Pad LEFT/RIGHT.

(Defaults in **Bold** type)

GAME

REGULAR GAME: Play against the computer or a friend. Stats and records don't count.

ENTIRE SEASON: (Available only for 1993 teams) Play a season from beginning to end. Play one or all of the games and take any team to the Super Bowl.

SUDDEN DEATH: Play a sudden death overtime period.

PLAYOFFS:

1993 Playoffs:	28 1993 Teams
Championship Playoffs:	38 Teams of the Past
Franchise Playoffs:	12 Franchise Teams

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on page 24.

RESTORE SEASON: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a regular season game to select this mode.) *Turn to Restoring a Season and Playoff Standings on p. 26 to learn more about restoring a season.*





HOME

Select the team playing for the home crowd.

VISITOR

Select the visiting team.

Note: When you're playing in a tournament, the computer decides which player is the home team.

QUARTER

15 MINUTES

2 MINUTES

5 MINUTES

10 MINUTES

FIELD

OPEN - GRASS

OPEN - TURF

DOMED - TURF

WEATHER

The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR

WINDY

RAIN

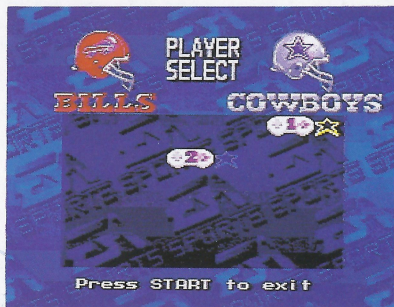
SNOW

CHANGEABLE

When you've set up the game to your liking, press **START**.



The **PLAYER SELECT** screen appears.



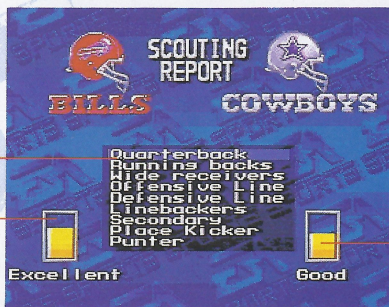
- Players select your teams: Control Pad **LEFT**/**RIGHT** to move the controller icon (on the screen) under the team helmet of your choice, then press **START** to exit.

PLAYING A REGULAR GAME

THE SCOUTING REPORT

Position

Rating graph



Yellow bar

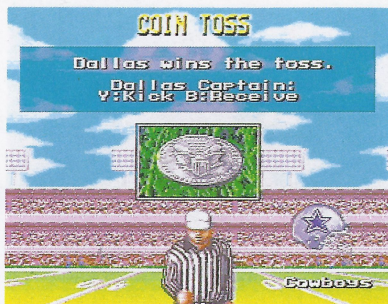
When you exit the *Player Select* screen, The Scouting Report appears. Here both teams are compared in nine major areas. The higher the yellow bar in a team's rating graph, the more talent the team has in that area.

Press **START** to exit.





COIN TOSS/WIND



Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Press the Control Pad **LEFT/RIGHT** to toggle between Heads and Tails before the coin hits the ground.



Wind Sock

If you lose the toss, you must choose a goal to defend. Look at the wind sock to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **Y** to defend the home team's goal or **B** to defend the visiting team's goal.

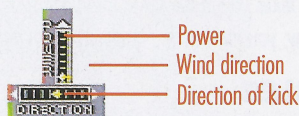


RECEIVING THE KICK

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing the Control Pad.

Press the Control Pad in the direction you want the player with the star to move.

KICKING



Power Meter

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **B** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **B**.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.

Onside Kick

1. Press **A** to call an audible.
2. Press **A** again to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **Y**.)

3. Press **B** to start the Power Meter.
4. Press **B** again immediately while pressing the Control Pad **RIGHT**.





OFFENSIVE COORDINATION

Madden NFL '94 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.

Press the Control Pad **UP/DOWN** to toggle through sets, formations, and plays. Press **A**, **B** or **Y** to choose the set, formation or play in the corresponding box. (See **FORMATIONS** on page 27 for descriptions of each set and formation.)

*You can change your mind before you call a play by pressing the **LEFT** or **RIGHT** Triggers. This takes you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout or take a delay of game penalty.*

AUDIBLES

An audible changes the play at the line.

1. Press **A**. The Audible Indicator appears on the screen.
2. Press **A**, **B** or **Y** to select an audible.

Offensive Audibles

Hail Mary	Press A
HB Toss Sweep	Press B
Play Action	Press Y

Defensive Audibles

4-3 Monster Blitz	Press A
3-4 Wide Zone	Press B
4-3 Jam Middle	Press Y



SET AUDIBLES

You can program up to three offensive (and three defensive) audibles at any time between plays or whenever you're at the Game Paused screen

■ To Set Audibles:

- 1) From the Game Paused screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press any button.

The SET AUDIBLES screen appears.



- 2) Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press any button to select.

The FORMATION screen appears.

- 3) Control Pad **UP/DOWN** to highlight the formation of your choice, then press the button corresponding to the formation to select.

The PLAYCALLING screen appears.

- 4) Control Pad **UP/DOWN** to highlight the play of your choice, then press the button corresponding to the play.

The GAME PAUSED screen appears. Press **START** to return to the action.

HINT: A fake snap might draw the defense offsides.

Press **X**





RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Dive

Press Y

"Umph"

Press B

Spin

Press A

Hurdle

Press X

PASSING

There are three receivers for every passing play, represented by the Y, B and A buttons. Pass to a receiver by pressing the corresponding button.



At the line of scrimmage you can send a receiver in motion by pressing the Control Pad **LEFT/RIGHT**.

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play or you can press the button that matches the window of the intended receiver.



TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to press **B** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross.



Yellow
circled cross

Press **B** to switch control to the intended receiver, then use the Control Pad to guide the receiver to the spot if he's not already there. Also, you can press **X** to raise the receiver's hands. This increases the chance of catching the ball.

- Reach for the ball: Press **X**

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage in one of two ways:

- Press **A** right after the whistle.

or

- Select "No Huddle" from the Play Select screen. After the next play, the Play Select screen appears. It shows six plays, one of which is the play you just ran.





If you choose to run one of the the plays from the previously run formation, your team returns to the line of scrimmage without a huddle.

If you use the Control Pad to scroll through other plays, your team huddles up and, thus, takes more time off the clock.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of timeouts and you have an extra down to play with.

- Run a "Stop Clock" play: Press Y

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the half is over.

- To replace your quarterback:
 - 1) Press **START** to pause the game, then press the Control Pad **DOWN** to SUBSTITUTE QB.
 - 2) Press any button. Your quarterback is substituted, and you return to the playcalling screen.

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the defense it ran the previous play. (See page 30 for a description of each set and formation.)

After calling a defensive play, you can select the man you want to control by pressing **B** or **X** until the star appears under that player.





The most important command to know on defense, after the ball is snapped, is the **B** button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

- Dive at ball carrier: **Y**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **X**

TWO PLAYER—TEAMMATES

When playing in the *Teammates* mode, the player with Controller 1 controls the man on the **YELLOW** star. The player with Controller 2 controls the player on the **BLUE** star. On offense, the player with Controller 1 "is" the quarterback and is responsible for calling the plays and snapping the ball.

The player with Controller 2 may use the **B** button to take control of any of the other players on the field. In most cases, the Control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line, as Madden himself once did.

On passing plays, the player with Controller 2 can press to become the intended receiver after the quarterback passes the ball. On running plays, the player with Controller 2 must move the blue star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, Controller 1 automatically controls the ball carrier.

On defense, your team benefits most if you take control of a linebacker or blitzing lineman.

When playing with the Super Multitap:

<u>Player #</u>	<u>Color of Star</u>
Player 1	Yellow
Player 2	Blue
Player 3	White
Player 4	Green
Player 5	Gray





PAUSE/TIMEOUTS

Each team is allowed 3 timeouts per half.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to CALL TIMEOUT, then press any button.

The Play Call screen appears, and the playclock is reset to 45 seconds. Notice that one of your team's Timeout indicator lights is now off.

STATISTICS

GAME STATS		
	Cowboys	Bills
Score	0	8
First Downs	1	-
Total Plays/Yards	6/ 23	1/ 35
Rushing Plays/Yards	-	1/ 35
Passing Plays/Yards	6/ 23	-
Passing	2/ 6/ 0	-
Up and down to view stats. Left and right for more stats. Press START to exit		

To view the Statistics for a game:

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Statistics.
- 3) Press any button.



INSTANT REPLAY



- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to highlight Instant Replay, then press any button.
- 3) Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Hold **Y**: Rewind

Hold **X**: Replay Frame by Frame

Hold **B**: Replay at Normal Speed

Hold **A**: Fast Forward

Press **LEFT or RIGHT button**: Rotate Field

Press **START**: Stop Replay/Resume Game

If you wish to isolate a particular player or a particular portion of the field, use the Control Pad to position the yellow box over the player or portion of the field you want to isolate, then follow the above instructions.





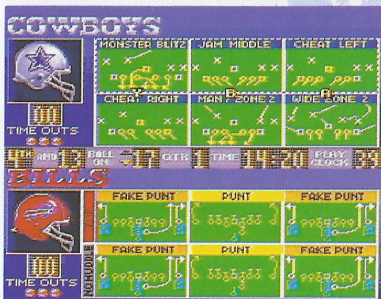
PLAY CALL MODE

Madden NFL '94 features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

■ Select Bluff Mode or Direct Mode from the Pregame screen or the Game Paused screen:

- 1) Control Pad (**DOWN**) to Play *Call Mode*.
- 2) Press any button. The Play Call Mode screen appears.



- 3) Control Pad (**UP/DOWN**) to highlight the option of your choice.
- 4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Direct Mode* is the default mode.

- Call a play in Direct Mode: Control Pad (**UP/DOWN**) to move any of the three boxes over the play you wish to call, then press the button corresponding to that box.
- Call a play in Bluff Mode: Control Pad (**UP/DOWN/LEFT/RIGHT**) to move the box over the formation you wish to call, then press **B**.





- Bluff the call: Control Pad (**UP/DOWN/LEFT/RIGHT**) to move the box over the play you wish to pretend to call, then press **B**.

When you press **B**, you hear the same "select" sound you hear when you press **Y**, but no play is called. In addition, you can choose more than one play with the **Y** button; only the last play you choose with the **Y** button is run.

- Exit the Play Call screen: **A**

SET MADDENISMS

You can play the game with John Madden's searing commentary, or you can play it and call it on your own.

- Turn Maddenisms on or off from the Game Paused screen:
 - 1) Control Pad (**DOWN**) to *Set Maddenisms*.
 - 2) Press any button. The Maddenism Selection screen appears.



- 3) Control Pad (**UP/DOWN**) to highlight the option of your choice.
- 4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Maddenisms On* is the default mode.





DRIVE SUMMARY

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

- 1) Press **START** to pause the game.
- 2) Control Pad **DOWN** to Drive Summary.
- 3) Press any button.

The Drive Summary screen appears.

DRIVE SUMMARY			
	Plays	Yards	Time of Possession
Rushing	10	42	
Passing	8	47	1:42
Penalties	0	0	
Total	8	49	

28 yards	
Incomplete pass	
Incomplete pass	
Pass for 24 yards	
Run for -1 yard	
Run for 2 yards	

40	50	40	30	20	10
----	----	----	----	----	----

Use control pad to scroll
Press START to exit

- 4) Press **START** to return to the previous screen.

NOTE: If you don't see every play you ran during a drive, Control-Pad (**UP/DOWN/LEFT/RIGHT**) to scroll through the entire drive summary.

PLAYING A FULL SEASON

Now for the first time you can play a full 16-game NFL season with all 28 NFL teams. You can even play every game in the entire season and playoffs. Each week simply select the game or games you want to play, then go at 'em one at a time. Madden NFL '94 keeps a close eye on all season games and provides you with up-to-the-minute conference standings.

- To Play an Entire Season: From the GAME SETUP screen, Control Pad **RIGHT** to ENTIRE SEASON, then press **START**.





The NFL Schedule for Week #1 appears.

- To Play a game: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of Week #1's games as you want, but you must play at least one game to advance to the next week's schedule.

If you don't like the matchups you see, press **SELECT**. A new NFL SCHEDULE FOR WEEK #1 appears.

When you have selected the game(s) you want to play, press **START**.

The **PLAY OPTIONS** screen appears. Choose the quarter length, then press **START**.

NOTE You can't alter the field conditions or the weather in season games.

The **PLAYER SELECT** screen appears. Choose teams now.

The **SCOUTING REPORT** appears. You play a Season game the same way you play a Regular game.

AFTER A SEASON GAME

After a Season game, John Madden gives a post-game review, and the NFL SCHEDULE FOR WEEK #2 appears.

VIEWING TEAM SCHEDULES

From the NFL Schedule screen you can check out each team's schedule, the current standings for each conference, and the password you need to save your season in progress.

- To View a team's schedule: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup which contains the team whose schedule you want to view, then press **Y**.





The Team Schedule for the top team appears. You can view the Team Schedules for any team on the top team's schedule.

- To view the Team Schedule for another team: Control Pad **UP/DOWN** to highlight the team of your choice, then press **B**.

Team Schedule for that team appears. To return to the NFL Schedule screen, press **START**.

VIEWING CONFERENCE STANDINGS

- To View Conference Standings: Press **A**.

The standings for the conference represented by the top team appears. To view the standings of other conferences, Control Pad **LEFT/RIGHT**. To return to the NFL Schedule screen, press **START**.

SAVING A SEASON

The Password lets you save any number of seasons in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From the NFL Schedule screen, Press **X**. The Current Password appears.

Press **START** to return to the NFL Schedule screen.

To learn how to restore a season-in-progress, turn to Restoring Season and Playoff Standings on p. 26.

ENTERING THE PLAYOFFS

Madden NFL '94 features three types of playoffs: one featuring the 1993 teams, one featuring the best teams ever, and one featuring the best franchise teams (players who played on the same team in different eras). All three types of playoffs work the same way.

- To Enter the Playoffs: From the **GAME SETUP** screen, Control Pad **LEFT/RIGHT** to highlight 1993 Playoffs, Champion Playoffs or Franchise Playoffs.

- To Select a team (Remember, you can play with any team.):





- 1) Control Pad **DOWN** to highlight the Visiting team.
- 2) Control Pad **LEFT/RIGHT** until the team of your choice appears.
- 3) When you're ready to go, press **START**.

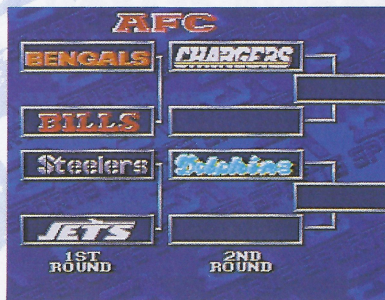
The WILD CARD PLAYOFF screen appears.

- To Select a matchup: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of the Wildcard games as you want, but you must play at least one game to advance to the next round.

When you've selected the game(s) you want to play, press **START**. The **PLAYOFF TREE** appears.



- Control Pad **LEFT/RIGHT** to scroll the Playoff Tree.

When you're ready to move on, Press **START**. The **PLAY OPTIONS** screen appears.

Set up the quarter length as you would any other game, then press **START**.

NOTE You can't alter the field conditions or the weather in Playoff Games.

The **PLAYER SELECT** screen appears. Choose teams now, then press **START**.





The SCOUTING REPORT appears. Play a Playoff game as you would play a Season game.

AFTER A PLAYOFF GAME

After a Playoff game, John Madden gives a post-game review, and the DIVISIONAL PLAYOFFS screen appears. Select your game(s) as before, then press **START** to advance to the Playoff Tree.

SAVING THE PLAYOFFS

The Password lets you save the Playoffs in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From a Playoff screen, Press X. The Current Password appears.

Press **START** to return to a Playoff screen.

To learn how to restore the playoffs-in-progress, see Restoring Season and Playoff Standings below.

RESTORING SEASON AND PLAYOFF STANDINGS

Madden NFL '94 saves any number of seasons-in-progress or playoffs-in-progress.

- To restore a season or a playoff:
 - 1) From the Game Setup menu, Control Pad **LEFT/RIGHT** to highlight **RESTORE SEASON**, then press **START**.



The RESTORE SEASON screen appears.

- 2) Press the Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the first character of your password, then press **B** to select the character.

(If you make a mistake, highlight the mistaken character and press **A**.) Repeat until you have completely entered your password, then press **START**.

FORMATIONS

NOTE: The "Flip" button on the playcall window lets you change the direction of any play. When you Flip, each play is run in the opposite direction. In other words, if you flip a sweep to the right, it becomes a sweep to the left.

■ There are two ways to Flip the plays in the playcall window:

- 1) Control Pad **LEFT/RIGHT** to highlight FLIP.
- 2) Press **B**. Now select the play as you would otherwise.
or
Press **X**

Below is a list of the available formations.

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.





FAR and NEAR

These terms simply describe where the halfback lines up. He's either far from or near to the strong side of the offensive line, that's the side where the tight end lines up.

I FORMATION

Two backs line up directly behind the quarterback. A great formation from which to run dives, sweeps and screens.

SINGLE BACK "JUMBO"

Two tight ends and one halfback make this a good rushing formation.

OFFENSIVE PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside



wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.





POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.

DEFENSIVE PLAYS

FORMATIONS

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.





NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations and sets (see DEFENSE, above). You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.





TEAMS

1993 Teams

AFC Central

Steelers
Oilers
Browns
Bengals

AFC East

Jets
Dolphins
Colts
Bills
Patriots

AFC West

Seahawks
Raiders
Chiefs
Chargers
Broncos

NFC Central

Vikings
Packers
Lions
Buccaneers
Bears

NFC East

Redskins
Giants
Eagles
Cowboys
Cardinals

NFC West

Saints
Rams
49ers
Falcons

1993 All-Madden Team

20-Year All-Madden Team



Super Bowl Teams Since 1966

Kansas City 66
 Oakland 67
 Baltimore 68
 Kansas City 69
 Dallas 71
 Miami 72
 Pittsburgh 75
 Oakland 76
 Denver 77
 Pittsburgh 78
 Philadelphia 80
 San Francisco 81
 Washington 82
 San Francisco 84
 New England 85
 New York 86
 Denver 87
 San Francisco 89
 Buffalo 90

Green Bay 66
 New York 68
 Minnesota 69
 Baltimore 70
 Washington 72
 Minnesota 73
 Dallas 75
 Minnesota 76
 Dallas 77
 Los Angeles 79
 Oakland 80
 Cincinnati 81
 Los Angeles 83
 Miami 84
 Chicago 85
 Washington 87
 Cincinnati 88
 New York 90
 Washington 91

All Star Franchise Teams Since 1950

AFC

Dolphins
 Raiders
 Colts
 Chiefs
 Browns
 Steelers

NFC

Cowboys
 Giants
 Redskins
 Packers
 49ers
 Bears





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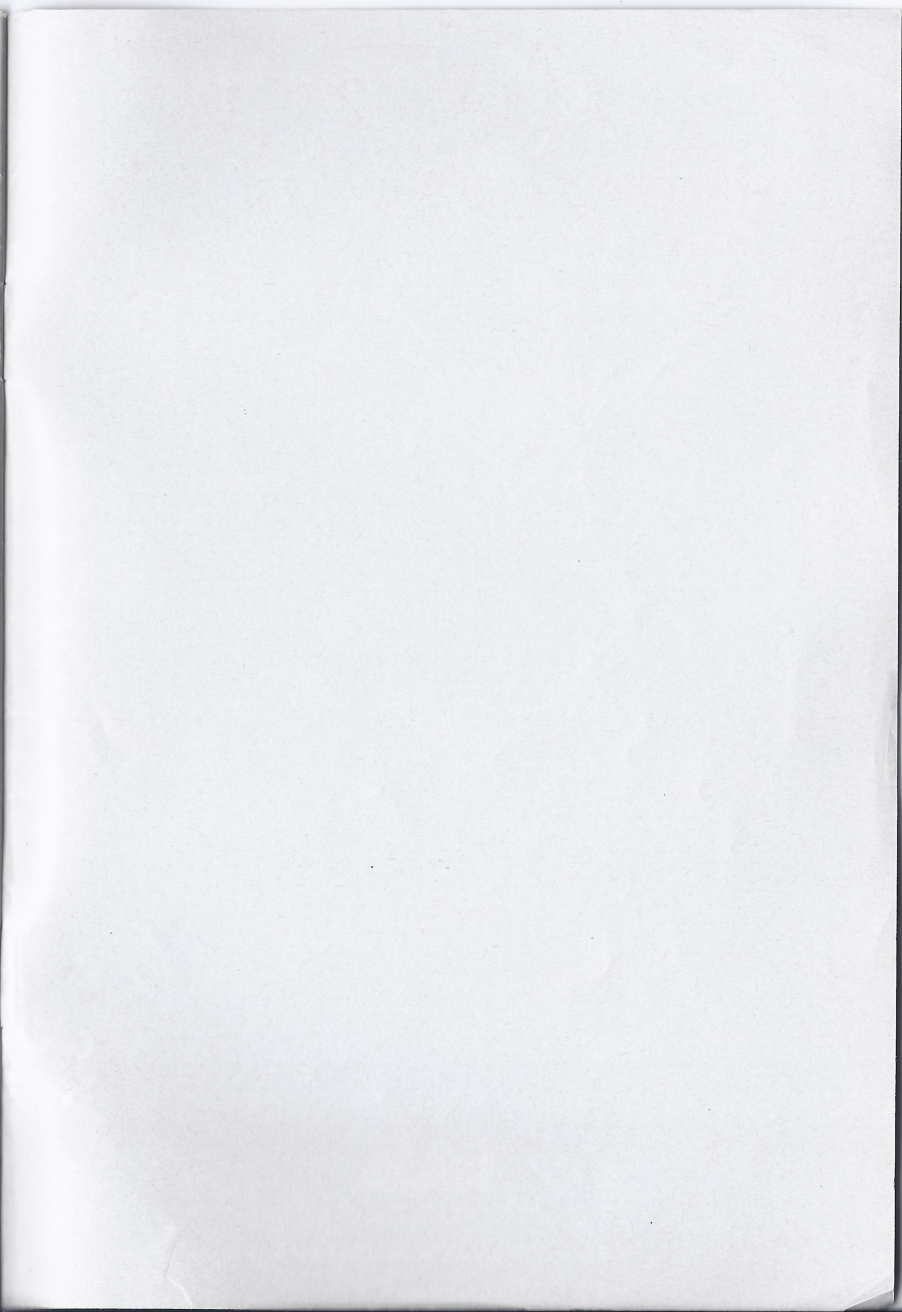
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PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	12	12	4
QB2	12	12	12	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	34	15	15	13
RB2	20	15	15	13
FB	44	15	15	13

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	14	12	6
WR2	21	12	11	8
WR3	84	7	11	5
WR4	25	7	11	5
TE1	87	9	9	9
TE2	89	9	9	9

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	250	14
LG	63	250	14
C	52	270	15
RG	73	260	12
RT	66	252	11

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	13	12	13
LT	75	11	9	12
RT	54	8	13	9
RE	95	12	11	13

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	59	15	12	14
MLB	56	15	12	15
RLB	58	13	12	14
PLB	63	12	12	14

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	15	15	15
FS1	22	15	14	15
FS2	22	15	14	15
RCB1	28	13	15	13
RCB2	24	15	12	15
LCB2	22	11	15	11
FS2	45	15	12	14

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	7	11	NR	15	11	5
P	8	10	PR	81	10	5

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	9	13	5
QB2	9	13	14	5

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	22	15	15	9
RB2	20	13	15	11
FB	44	15	15	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	12	13	12
WR2	42	3	3	10
WR3	81	10	13	8
WR4	86	11	11	10
TE1	73	5	5	5
TE2	41	7	5	5

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	280	8
LG	61	270	12
C	76	282	15
RG	68	280	11
RT	79	315	12

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	12	9	13
LT	50	10	10	9
RT	67	10	10	9
RE	94	13	11	12

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	59	15	8	14
MLB	56	14	11	14
RLB	57	15	12	15
PLB	58	15	13	15

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	12	14	12
FS1	22	14	12	14
FS2	22	14	12	14
RCB1	21	14	9	11
RCB2	31	13	12	13
LCB2	26	15	15	15
FS2	38	14	14	13

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	7	11	NR	23	13	7
P	18	15	PR	23	13	7

MADDEN NFL '94 SUPER BOWL PLAYER RATINGS

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	9	9	5
QB2	10	2	4	5

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	12	12	11	10
RB2	9	9	10	11
FB	32	9	10	11

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	7	9	5
WR2	89	13	11	8
WR3	80	5	4	1
WR4	80	5	4	1
TE1	84	7	5	2
TE2	44	3	4	1

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	252	14
LG	71	260	14
C	66	246	10
RG	64	267	10
RT	73	253	10

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	87	12	10	10
LT	77	6	8	7
RT	74	6	8	7
RE	82	7	6	8

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	89	13	4	13
MLB	66	13	11	13
RLB	60	13	5	13
PLB	56	8	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	15	11	15
FS1	42	15	11	14
FS2	24	13	10	13
RCB1	24	15	9	14
RCB2	18	8	11	7
LCB2	14	7	9	7
FS2	17	7	11	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	15	2	NR	18	12	11
P	44	13	PR	21	7	9

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	5	9	3
QB2	10	4	8	4

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	10	10	11	12
RB2	6	8	9	4
FB	45	9	11	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	25	8	5	2
WR2	89	10	4	3
WR3	30	9	4	2
WR4	32	3	3	0
TE1	84	3	3	1
TE2	88	3	3	0

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	274	13
LG	71	260	13
C	55	236	10
RG	76	253	13
RT	73	260	10

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	75	10	10	9
LT	75	5	9	5
RT	85	9	15	8
RE	87	7	12	7

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	78	14	9	15
MLB	52	14	12	13
RLB	51	13	8	13
PLB	66	10	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	46	15	12	15
FS1	42	15	12	15
FS2	18	14	12	15
RCB1	18	14	12	15
RCB2	10	12	12	12
LCB2	20	6	13	6
FS2	17	7	13	7
FS2	22	9	11	8

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	3	15	NR	6	13	9
P	44	13	PR	22	13	6

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	12	5
QB2	12	1	6	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	10	10	11	10
RB2	33	8	8	8
FB	32	12	14	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	14	6	2
WR2	88	8	7	1
WR3	42	3	3	1
WR4	86	5	3	1
TE1	87	3	3	1
TE2	84	3	3	0

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	56	252	13
LG	58	260	11
C	58	260	13
RG	72	240	9
RT	71	255	9

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	68	9	13	11
LT	75	10	12	9
RT	63	7	8	6
RE	78	8	7	6

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	59	15	8	14
MLB	56	14	11	14
RLB	57	15	12	15
PLB	51	9	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	23	15	13	14
FS1	27	13	13	12
FS2	47	15	12	15
RCB1	24	14	13	14
RCB2	31	8	13	8
LCB2	45	10	13	9
FS2	36	7	12	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	10	9	NR	44	13	9
P	39	6	PR	27	11	7

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	11	12	4
QB2	12	2	9	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	22	9	9	8
RB2	5	5	5	5
FB	31	10	11	9

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	13	9	3
WR2	86	7	7	4
WR3	85	5	4	1
WR4	80	5	4	1
TE1	87	7	5	3
TE2	88	3	4	1

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	250	14
LG	63	245	8
C	50	254	13
RG	64	260	12
RT	75	251	11

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	87	12	10	10
LT	77	6	8	7
RT	74	6	8	7
RE	82	7	6	8

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	89	13	4	13
MLB	66	13	11	13
RLB	60	13	5	13
PLB	56	8	4	9

DEFENSIVE BACKS

NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	40	14	13	14
FS1	24	12	13	14
FS2	24	12	13	14
RCB1	24	15	9	14
RCB2	18	8	11	7
LCB2	14	7	9	7
FS2	17	7	11	6

SPECIAL TEAMS

NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	13	2	NR	14	12	15
P	44	9	PR	14	15	15

PLAYER RATINGS

QUARTERBACKS

NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	10	10	4
QB2	15	3	8	3

RUNNING BACKS

NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	36	7	8	6
RB2	40	4	4	5
FB	45	6	5	3

RECEIVERS

NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	11	8	2
WR2	87	11	8	2
WR3	29	5	4	2
WR4	27	6	4	2
TE1	86	9	4	2
TE2	84	7	5	2

DEFENSIVE LINE

NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	251	10
LG	62	250	7
C	50	254	7
RG	61	249	13
RT	71	250	7

DEFENSIVE LINE

NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	78	10	10	9
LT	74	5	6	6
RT	85	8	4	7
RE	85	8	4	7

LINEBACKERS

NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	56	11	9	13
MLB	52	13	9	13
RLB	53	12	9	12
PLB	51	8	4	9

DEFENSIVE BACKS

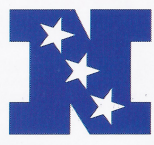
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SS	20	13	12	13
FS1	12	12	11	12
FS2	10	11	10	12
RCB1	47	11	12	11
RCB2	30	5	11	5
LCB2	32	6	11	5
FS2	42	5	11	4

SPECIAL TEAMS

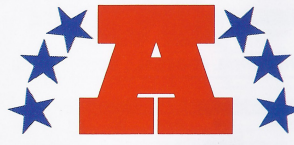
NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	80	15	NR	15	15	15
P	49	15	PR	30	13	12

PLAYER RATINGS

MADDEN NFL '94 SUPER BOWL PLAYER RATINGS



NATIONAL FOOTBALL CONFERENCE



AMERICAN FOOTBALL CONFERENCE



PITTSBURGH STEELERS 1978

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	12	11	10	4	4
QB2	15	0	1	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	20	10	8	7	7
RB2	30	8	8	6	5
FB	32	12	14	13	7

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	82	12	6	3	3
WR2	88	11	9	4	8
WR3	85	3	2	0	5
WR4	83	3	2	0	5
TE1	84	5	4	2	4
TE2	89	4	3	1	4

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	55	261	14	10	5
LG	62	262	10	6	6
C	56	250	14	11	7
RG	72	245	10	6	6
RT	74	240	10	6	6

DEFENSIVE LINE					
	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	58	10	10	9	9
LT	75	7	10	9	8
RE	64	5	8	5	5
RE	76	5	8	6	5

LINEBACKERS					
	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	59	13	12	12	15
NLB	58	13	11	12	15
RLB	51	11	13	12	11
PLB	56	7	4	9	8

DEFENSIVE BACKS					
	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTING
SS	31	12	13	11	12
FS1	23	12	13	12	11
FS2	23	12	13	12	11
RCB1	47	14	13	12	14
RCB2	48	13	12	14	13
LCB1	29	7	12	6	7
LCB2	21	10	14	11	10
FS2	28	7	13	6	7

SPECIAL TEAMS								
	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES		
K	10	9	2	NR	30	14	14	9
P	5	7	2	PR	83	7	8	3

LOS ANGELES RAMS 1979

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	15	6	9	4	4
QB2	12	6	9	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	26	12	12	11	11
RB2	30	8	8	6	5
FB	32	10	9	9	9

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	85	11	8	4	7
WR2	82	10	5	2	4
WR3	84	5	2	2	4
WR4	87	6	3	1	5
TE1	88	3	4	1	2
TE2	86	3	4	1	2

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	77	268	13	6	6
LG	72	260	8	6	6
C	61	243	12	10	10
RG	68	252	11	9	9
RT	76	255	11	9	9

DEFENSIVE LINE					
	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	85	10	13	10	10
LT	75	4	9	4	5
RE	68	8	12	10	10
RE	89	9	14	8	9

LINEBACKERS					
	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	53	12	5	12	13
NLB	54	12	10	11	13
RLB	52	12	4	11	12
PLB	51	8	5	8	8

DEFENSIVE BACKS					
	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	11	12	12	11
FS1	21	14	12	13	14
FS2	21	14	12	13	14
RCB1	47	14	13	12	14
RCB2	48	13	13	14	13
LCB1	29	7	12	6	7
LCB2	21	10	14	11	10
FS2	25	8	12	8	8

SPECIAL TEAMS					
	RANGE	ACCURACY	NO.	SPEED	ABILITY
K	3	3	NR	87	5
P	5	7	2	PR	83

LOS ANGELES RAIDERS 1983

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	16	11	10	4	4
QB2	6	2	9	4	4

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	32	13	14	12	12
RB2	33	8	8	7	4
FB	27	9	9	8	7

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	21	12	7	5	6
WR2	20	9	7	4	5
WR3	85	5	3	3	3
WR4	82	5	3	3	4
TE1	81	6	4	2	3
TE2	81	6	4	2	3

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	79	290	14	11	11
LG	73	260	7	5	5
C	50	251	7	5	5
RG	61	257	15	12	12
RT	70	271	7	5	5

DEFENSIVE LINE					
	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	75	10	14	11	9
LT	62	6	10	7	7
RE	77	9	12	8	9

LINEBACKERS					
	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLBL	83	12	10	11	10
NLB	85	12	7	5	7
RLB	51	9	5	8	8
RLB	53	11	10	10	12
PLB	56	6	5	5	6

DEFENSIVE BACKS					
	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	36	9	10	9	9
FS1	26	14	10	13	14
FS2	26	14	10	13	14
RCB1	42	8	9	9	8
RCB2	37	10	9	9	10
LCB1	27	10	10	6	7
LCB2	20	7	10	6	7
FS2	48	6	10	4	6

SPECIAL TEAMS						
	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	10	12	NR	28	10	8
P	8	12	PR	54	12	6

DENVER BRONCOS 1987

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	7	15	10	6	6
QB2	12	2	9	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	23	10	11	9	8
RB2	33	7	7	6	6
FB	30	4	4	5	3

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	82	11	9	5	8
WR2	81	13	9	6	8
WR3	80	11	5	4	5
WR4	81	5	5	2	4
TE1	88	7	7	2	4
TE2	89	3	6	3	3

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	70	259	15	13	13
LG	54	264	9	6	6
C	62	256	9	6	6
RG	68	267	9	6	6
RT	76	269	9	6	6

DEFENSIVE LINE					
	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	61	6	6	7	8
LT	71	5	6	7	5
RE	75	10	7	8	10

LINEBACKERS					
	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LLB	73	11	3	10	11
NLB	77	11	3	11	11
RLB	96	6	4	7	6
RLB	50	9	4	9	6
PLB	59	8	3	7	7

DEFENSIVE BACKS					
	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	10	11	10	10
FS1	22	14	11	10	11
FS2	22	14	11	10	11
RCB1	36	11	11	11	11
RCB2	27	5	11	8	8
LCB1	28	4	11	5	4
LCB2	48	4	10	9	7

SPECIAL TEAMS							
	NO.	RANGE	ACCURACY	NO.	SPEED	ABILITY	BRK TACKLES
K	3	5	9	NR	35	11	11
P	12	6	5	PR	80	7	7

PHILADELPHIA EAGLES 1980

PLAYER RATINGS

QUARTERBACKS					
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING	
QB1	7	11	10	4	4
QB2	9	0	10	3	3

RUNNING BACKS					
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS	
RB1	31	11	11	10	12
RB2	33	9	9	7	8
FB	20	7	6	6	6

RECEIVERS					
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS	
WR1	17	11	10	6	8
WR2	85	12	8	6	9
WR3	86	10	9	6	9
WR4	88	5	4	2	4
TE1	84	9	6	4	5
TE2	88	3	5	2	5

DEFENSIVE LINE					
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING		
LT	75	276	12	9	9
LG	62	262	9	6	6
C	50	254	12	9	9
RG	69	259	9	6	6
RT	76	264	14	11	11

DEFENSIVE LINE

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
10	13	8	5	4
10	13	8	5	4
10	13	8	5	4
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
33	7	8	5	4
33	7	8	5	4
33	7	8	5	4
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
86	8	6	3	5
86	8	6	3	5
86	8	6	3	5
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
49	14	14	11	11
49	14	14	11	11
49	14	14	11	11
SPECIAL TEAMS				
K	P	PR	SR	TR
9	4	12	7	2
9	4	12	7	2
9	4	12	7	2

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
10	13	8	5	4
10	13	8	5	4
10	13	8	5	4
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
23	9	4	5	4
23	9	4	5	4
23	9	4	5	4
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
84	10	8	3	9
84	10	8	3	9
84	10	8	3	9
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
30	11	14	12	11
30	11	14	12	11
30	11	14	12	11
SPECIAL TEAMS				
K	P	PR	SR	TR
18	15	15	12	9
18	15	15	12	9
18	15	15	12	9

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
12	10	8	4	4
12	10	8	4	4
12	10	8	4	4
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
29	9	4	5	4
29	9	4	5	4
29	9	4	5	4
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
81	8	5	4	7
81	8	5	4	7
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
20	8	10	8	9
20	8	10	8	9
20	8	10	8	9
SPECIAL TEAMS				
K	P	PR	SR	TR
18	15	15	12	9
18	15	15	12	9
18	15	15	12	9

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
12	10	8	4	4
12	10	8	4	4
12	10	8	4	4
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
42	10	10	10	6
42	10	10	10	6
42	10	10	10	6
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
81	8	5	4	7
81	8	5	4	7
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
26	12	13	12	12
26	12	13	12	12
26	12	13	12	12
SPECIAL TEAMS				
K	P	PR	SR	TR
10	9	3	10	5
10	9	3	10	5
10	9	3	10	5

AFC WEST PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
18	4	4	4	3
18	4	4	4	3
18	4	4	4	3
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
42	10	10	10	6
42	10	10	10	6
42	10	10	10	6
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
81	8	5	4	7
81	8	5	4	7
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
25	11	12	11	11
25	11	12	11	11
25	11	12	11	11
SPECIAL TEAMS				
K	P	PR	SR	TR
14	12	9	12	11
14	12	9	12	11
14	12	9	12	11

ALL-TIME AFC PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
16	13	8	4	4
16	13	8	4	4
16	13	8	4	4
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
21	12	11	10	6
21	12	11	10	6
21	12	11	10	6
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
89	13	11	10	13
89	13	11	10	13
89	13	11	10	13
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
20	10	10	10	10
20	10	10	10	10
20	10	10	10	10
SPECIAL TEAMS				
K	P	PR	SR	TR
16	13	15	12	9
16	13	15	12	9
16	13	15	12	9

ALL-TIME AFC PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
12	12	12	12	12
12	12	12	12	12
12	12	12	12	12
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
32	13	14	12	12
32	13	14	12	12
32	13	14	12	12
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
21	12	11	10	6
21	12	11	10	6
21	12	11	10	6
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
75	238	8	5	4
75	238	8	5	4
75	238	8	5	4
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
51	10	9	9	7
51	10	9	9	7
51	10	9	9	7
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
33	10	12	11	10
33	10	12	11	10
33	10	12	11	10
SPECIAL TEAMS				
K	P	PR	SR	TR
16	13	15	12	9
16	13	15	12	9
16	13	15	12	9

AFC CENTRAL PLAYER RATINGS				
QUARTERBACKS				
QB1	QB2	QB3	QB4	QB5
15	6	3	4	3
15	6	3	4	3
15	6	3	4	3
RUNNING BACKS				
RB1	RB2	RB3	RB4	RB5
28	12	10	11	7
28	12	10	11	7
28	12	10	11	7
RECEIVERS				
WR1	WR2	WR3	WR4	WR5
81	8	5	4	7
81	8	5	4	7
81	8	5	4	7
DEFENSIVE LINE				
DE1	DE2	DE3	DE4	DE5
92	6	6	6	5
92	6	6	6	5
92	6	6	6	5
LINEBACKERS				
LB1	LB2	LB3	LB4	LB5
50	8	4	8	6
50	8	4	8	6
50	8	4	8	6
DEFENSIVE BACKS				
SS	FS1	FS2	FS3	FS4
33	10	10	10	10
33	10	10	10	10
33	10	10	10	10
SPECIAL TEAMS				
K	P	PR	SR	TR
3	5	5	11	9
3	5	5	11	9
3	5	5	11	9

AFC CENTRAL PLAYER RATINGS

QUARTERBACKS				
	ML	PASS RATE	PASS ACCURACY	SPEED
QB1	19	5	6	3
QB2	12	6	6	3

RUNNING BACKS				
	ML	SPEED	ABILITY	BREAK TRACKLES
HB1	28	12	10	7
HB2	44	8	9	6
FB	42	3	3	1

RECEIVERS				
	ML	SPEED	CATCHING	BREAK TRACKLES
WR1	81	7	3	3
WR2	89	7	3	3
WR3	88	6	4	2
WR4	80	8	4	2
TE1	48	4	4	3
TE2	82	6	6	2

OFFENSIVE LINE				
	ML	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	291	8	6
LG	44	280	9	6
C	82	370	8	6
RG	61	296	8	6
RT	63	267	9	7

DEFENSIVE LINE				
	ML	SPEED	TACKLING	ABILITY
DE	92	6	6	5
LY	97	5	7	5
WRT	96	5	7	5
RE	79	7	6	6

LINEBACKERS				
	ML	SPEED	TACKLING	ABILITY
L.O.B.	50	6	4	6
L.B.	50	6	4	6
L.B.	57	7	8	7
R.O.B.	94	8	5	8

DEFENSIVE BACKS				
	ML	SPEED	TACKLING	PASS COVERAGE
SS	33	10	10	10
FS	31	10	11	9
RCB1	39	9	9	9
RCB2	31	9	8	9
NCB2	32	8	7	8
LCB2	32	8	7	8
CB2	32	8	9	6

SPECIAL TEAMS				
	ML	RANGE	ACCURACY	ML
K	3	5	5	4
P	11	8	5	10
	ML	SPEED	ABILITY	SHR TRACKLES
KR	42	7	7	4
PR	60	13	7	2

NATIONAL FOOTBALL CONFERENCE



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	10	10	7
QB2	10	2	7	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	35	9	8	5
RB2	45	9	4	5

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	6	8	5
WR2	82	6	7	5

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	70	279	11	8
DE2	62	273	7	8

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	NR	180
P	17	9	PR	80

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	93	6	5	7
DE2	72	7	7	7

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	54	10	8	11
LB2	51	10	6	9

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	10	10	10
FS1	20	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	NR	180
P	17	9	PR	80



NFC EAST PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	13	14	5
QB2	7	10	10	5

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	22	15	15	15
RB2	25	7	2	7

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	13	14	15
WR2	80	11	4	6

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	71	282	12	11
DE2	61	312	12	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	NR	29
P	4	10	PR	85

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	92	12	11	11
DE2	78	11	14	10

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	57	13	15	13
LB2	58	12	11	12

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	14	14	13	14
FS1	14	14	13	14

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	6	3	NR	29
P	4	10	PR	85



NFC WEST PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	10	5
QB2	3	5	6	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	28	6	5	3
RB2	44	9	5	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	14	9	3
WR2	80	10	13	8

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	74	279	12	5
DE2	64	284	11	4

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	9	13	NR	21
P	17	8	PR	21

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	76	9	9	9
DE2	97	5	7	6

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	52	7	6	7
LB2	54	8	8	6

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	10	9	8
FS1	42	10	9	8

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	9	13	NR	21
P	17	8	PR	21



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	6	10	5
QB2	9	7	10	5

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	20	13	15	15
RB2	34	4	4	2

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	10	9	3
WR2	86	8	6	3

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	70	287	9	8
DE2	64	285	6	7

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	4	8	NR	23
P	6	12	PR	23

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	93	6	8	7
DE2	90	6	8	7

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	9	7	9
LB2	54	11	7	9

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	10	10	10
FS1	35	10	10	10

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	4	8	NR	23
P	6	12	PR	23



NFC EAST PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	4	10	3
QB2	17	0	3	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	11	11	11	7
RB2	30	6	6	2

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	9	8	5
WR2	89	9	7	2

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	76	305	8	8
DE2	61	290	7	9

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	3	6	NR	30
P	5	12	PR	30

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	77	7	5	7
DE2	93	5	7	6

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	11	6	10
LB2	52	12	5	10

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	47	11	12	11
FS1	47	11	12	11

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	3	6	NR	30
P	5	12	PR	30



NFC WEST PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	11	10	5
QB2	14	1	4	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	43	11	10	11
RB2	56	6	4	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	10	9	3
WR2	83	11	6	2

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	77	305	11	7
DE2	66	275	11	7

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	10	6	NR	81
P	17	8	PR	81

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
DE1	97	7	5	6
DE2	96	5	6	4

LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	56	11	9	10
LB2	53	7	7	8

DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	5	11	8
FS1	26	5	11	8

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	10	6	NR	81
P	17	8	PR	81



NFC CENTRAL PLAYER RATINGS

QUARTERBACKS				
NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	9	11	3
QB2	8	5	4	3

RUNNING BACKS				
NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
RB1	32	6	7	3
RB2	39	2	2	3

RECEIVERS				
NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	14	15	15
WR2	85	5	2	3

DEFENSIVE LINE				
NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING	
DE1	71	286	10	6
DE2	62	280	9	5

SPECIAL TEAMS				
NO.	RANGE	ACCURACY	NO.	SPEED
K	13	12	NR	81
P	9	6	PR	27

DEFENSIVE LINE				
NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	12	9	13
DE	94	6	9	6
DE	77	8	12	8
DE	62	9	12	10
LINEBACKERS				
NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB	59	9	6	7
LB	91	10	10	9
LB	95	8	8	7
LB	90	11	10	11
DEFENSIVE BACKS				
NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	10	10	10
FS	46	10	10	10
FS	10	10	10	10
CB	27	10	10	10
CB	31	6	10	7
CB	27	6	8	7
CB	24	6	8	6
SPECIAL TEAMS				
RANGE	ACCURACY	NO.	SPEED	ABILITY
2	8	NR	81	9
8				2